MEDUSA
optics
115
DM
100
113
108
115
DSP
ROM
109
111
comm
99
ELECTRONIC
106
Gobo
edit
FIG 1
110
ICN
104
O P P O
120 122 124 126
console

800 Rcv new gobo info

802 Copy old gobo

804 Form new gobo; use df_gobo to form gobo type in matrix

806 Matrix operations
Scale, rotation, iris, edge, shift, repeat_count
strobe, dimmer, replicate, spin_matrix, autospan, persp

808 Set color
810 Draw

812 1 image fade out old fade in new

814 Mult image or iris
Prio. 2
then prior 1
then Iris

FIG 2

300

Create a circle
of size d=1000pixels
at (0,0

302 Multiply circle by
-50% (scaling factor) | scale

304 FOR N=1 to 4

306 SHIFT TO 9π/4 | SHIFT

308 SPIN MATRIX
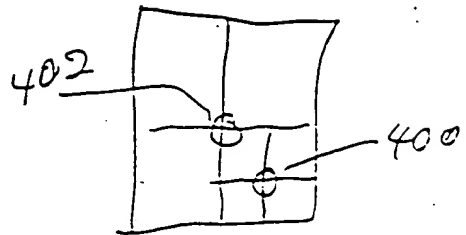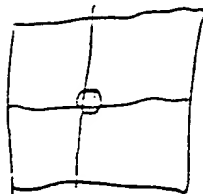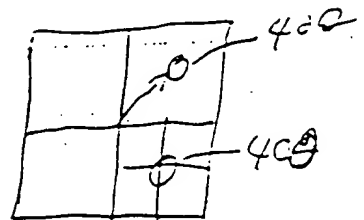BY 90° | SPIN MATRIX

310 REPLICATE | REPLICATE

312 NEXT N
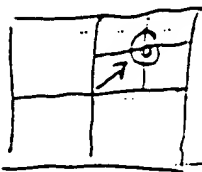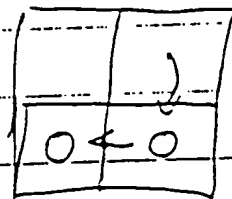
FIG 4A

FIG 4E

402

400

FIG 4B

40a

40b

FIG 4F

FIG 4C

FIG 4G
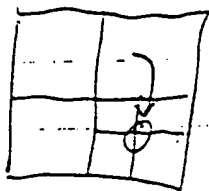
FIG 4D
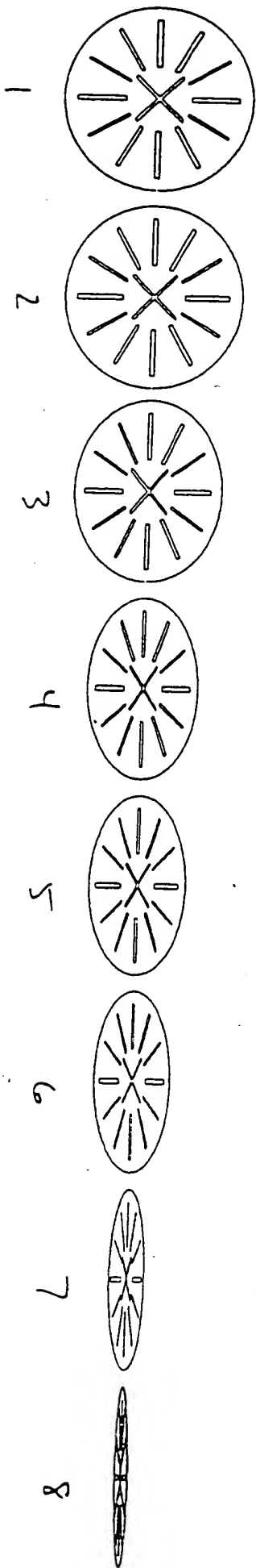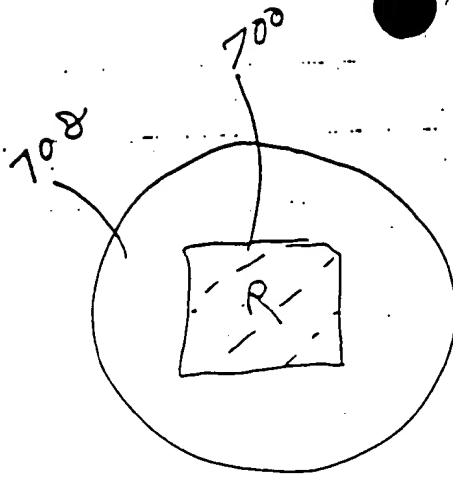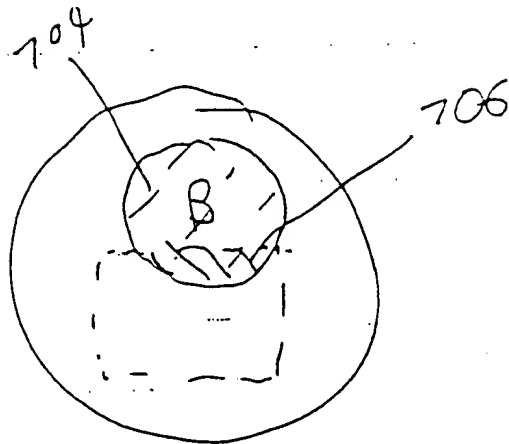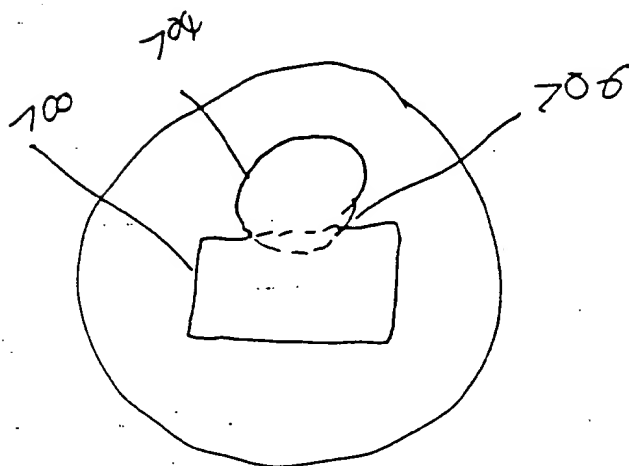
500

502

FIG 5

FIG 6

708

700

R

FIG 7A

704

706

B

FIG 7B

704

700

706

FIG 7C

FIG 8.

FIG 9

FIG 10
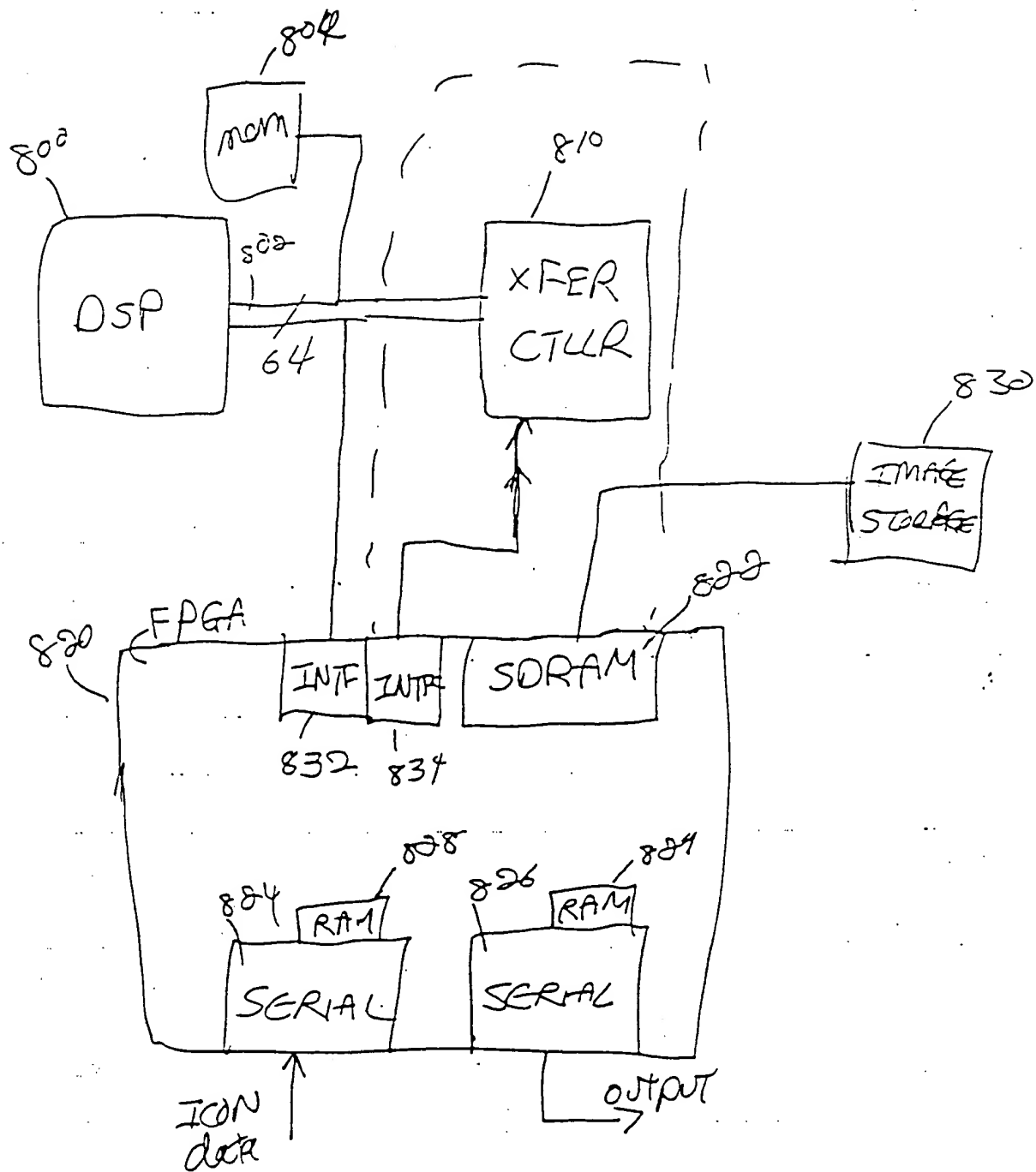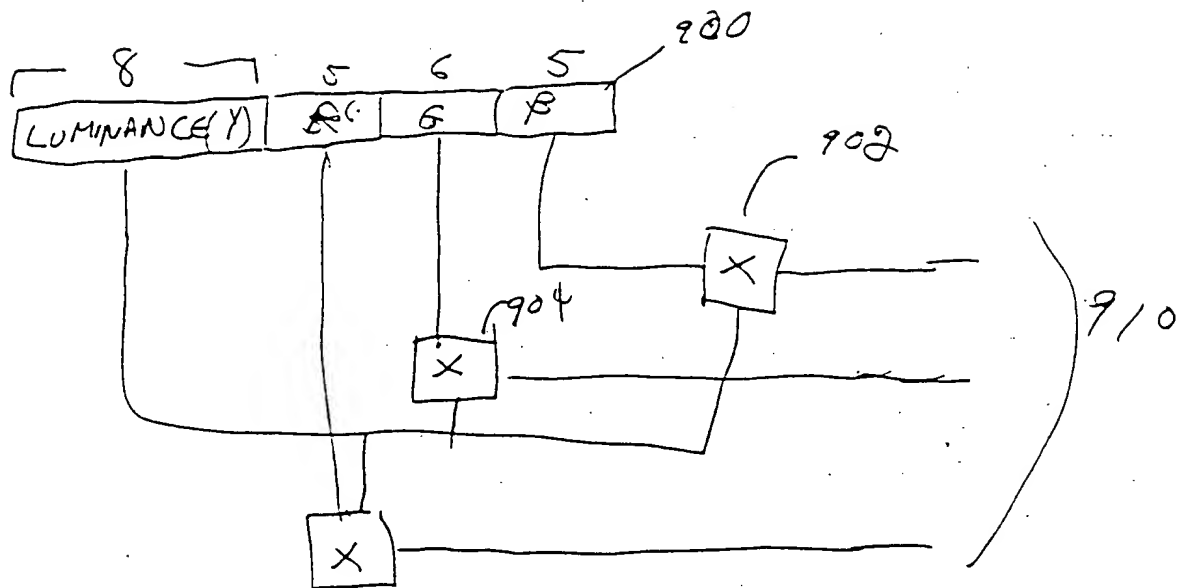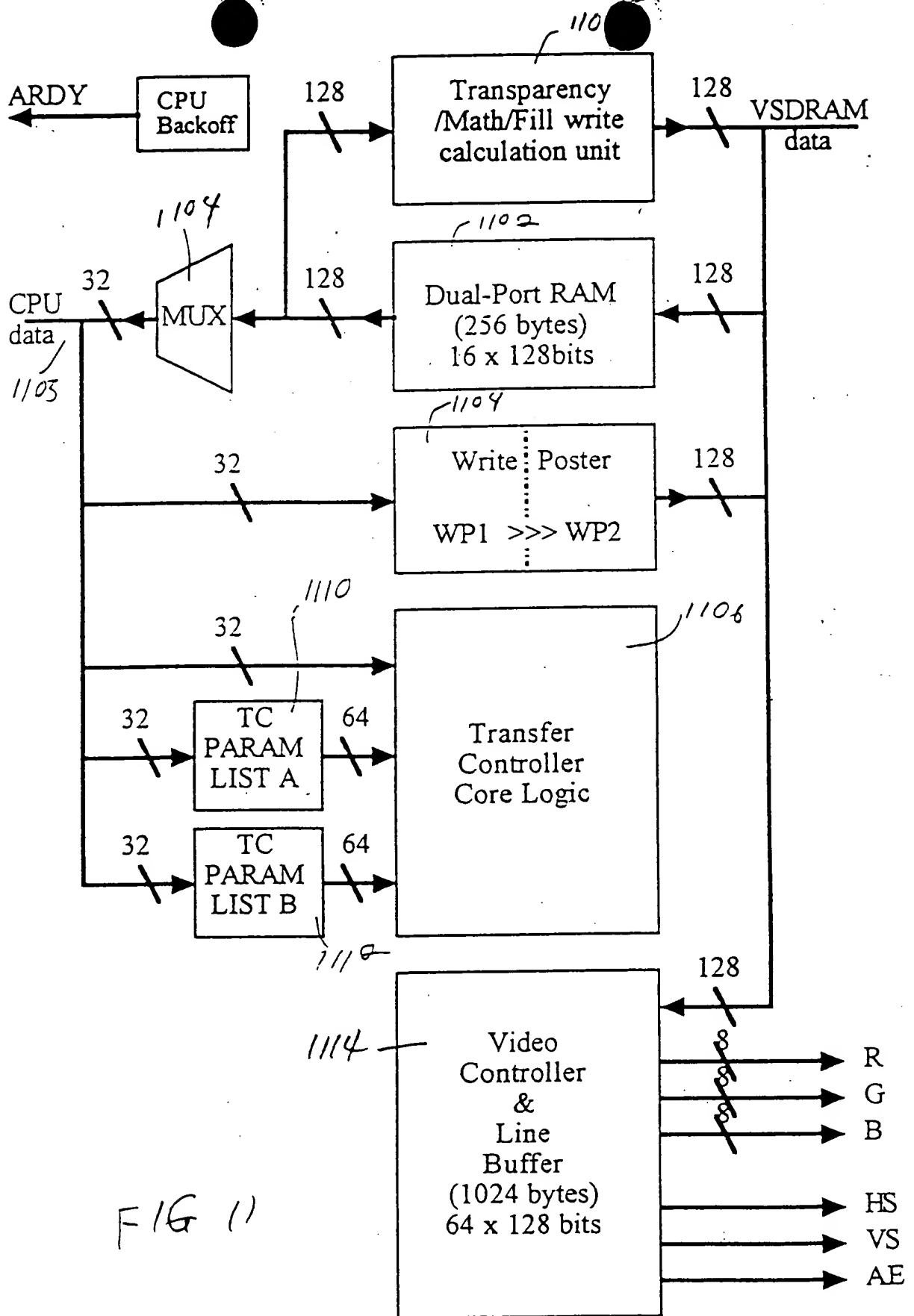
FIG 1

Filling manipulating images

Look at Medusa as a layered image model

Layer 1

[gobo/ + effects]

Simple image
- gobo only
- Multiple effects

\+

Layer 2

[gobo (or not) and/or effect]

\+

Layer 3

Layer 4

\+
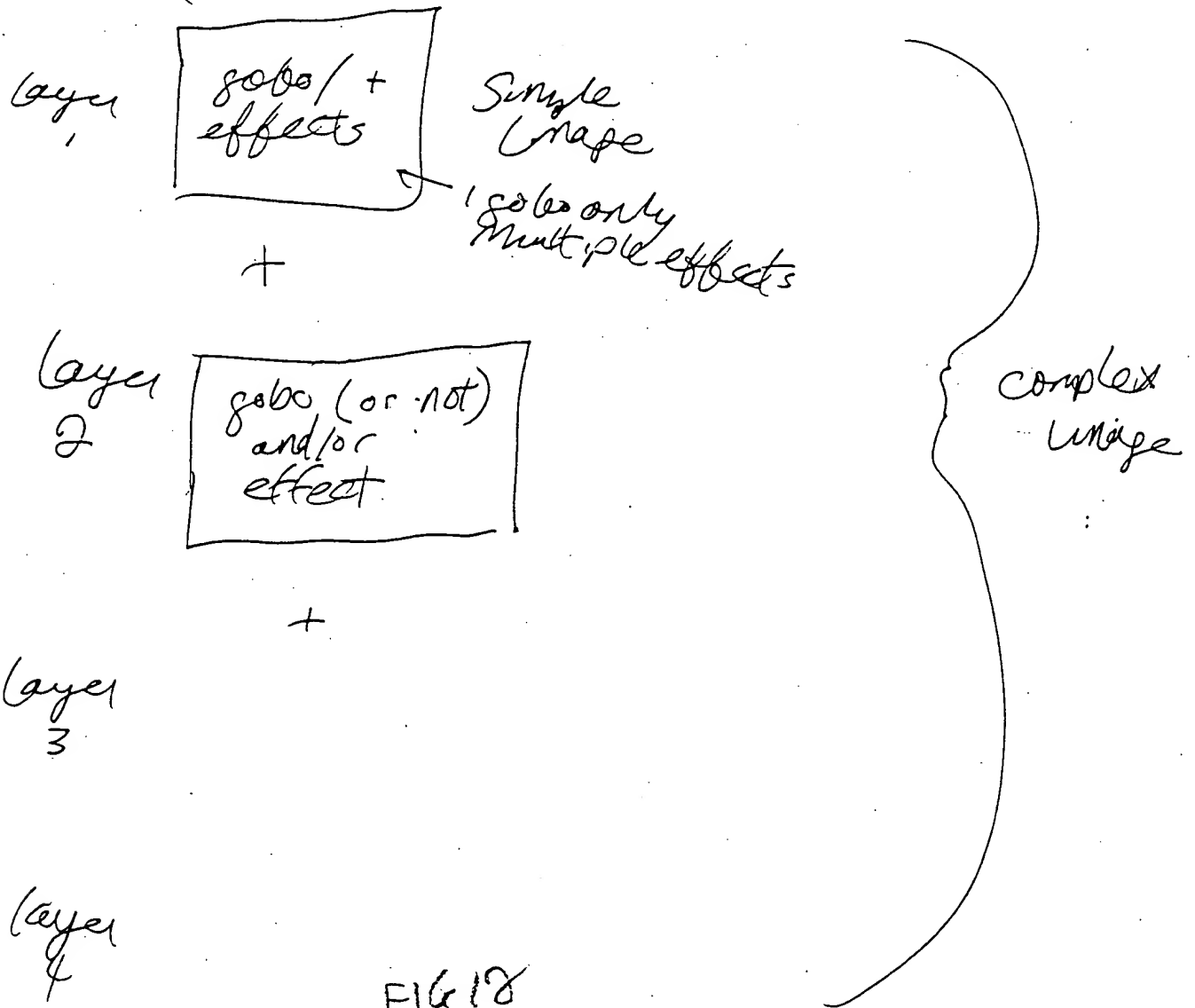
named layer

— add functions — (rotation, b/ur, to whole image) ← compos. image

also allows

FIG 18

complex image

Console function to add another layer

Gobo selector
From hierarch. catalog

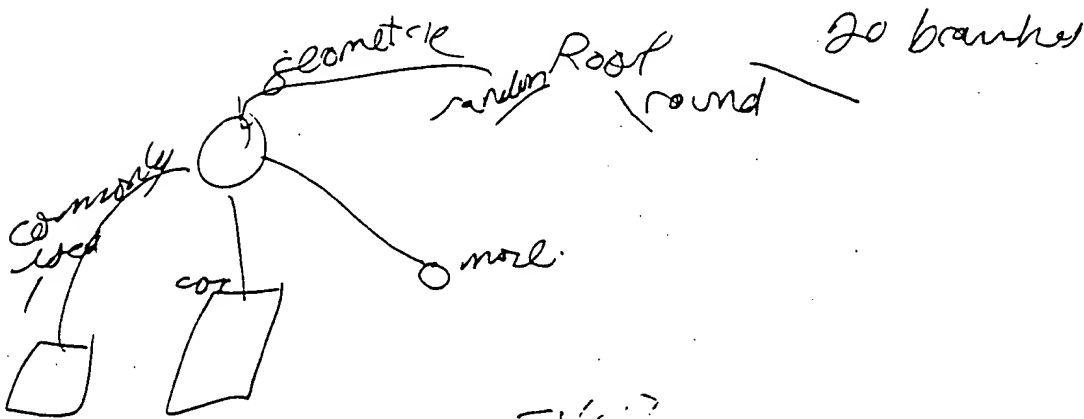Move ft/ root   to gobos w/ part properties
& choose those

logical path

geometrie   random Root   go branches
commonly   round
used
col   more

FIG 3

common stuff — close troot or
catalog

back   gcchoices   pat
neme pops